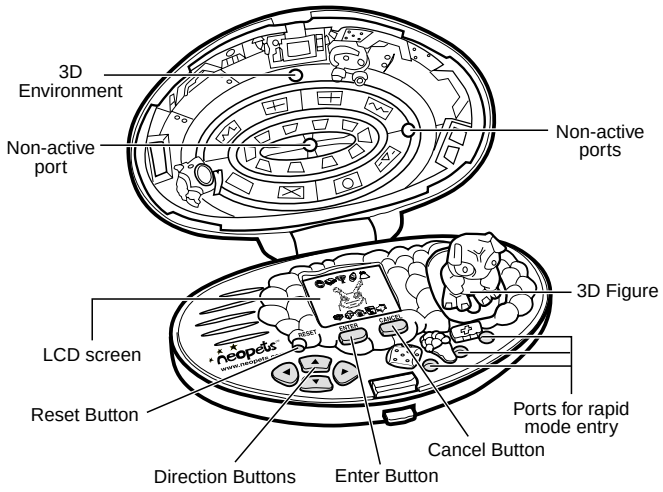
AGES 6+
71072/71070 Asst.

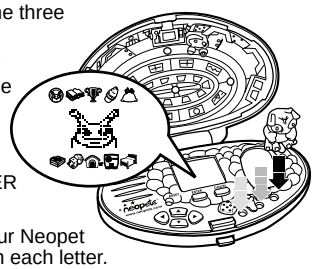
Welcome to Neopia! You are about to come aboard the Virtupets Space Station, an elaborate maze of hallways and corridors... but you don't have to worry about getting lost! Joining you during your stay at the Space Station will be a wise and friendly Grundo, who's also a loyal friend that'll stay by your side no matter what. Whether playing games, exploring new areas, or hunting for a deal in the shops, you and your Grundo are sure to have a great time while visiting the Virtupets Space Station...



SET-UP

To set up your Neopet properly, please go through the following actions:

1. Make sure the screen is working. If not, go to battery section (end of page).
2. Place the 3D Neopet figure into one of the three ports for rapid mode entry. This will take the toy out of Try Me mode.
3. **DATE** - Using ▲ and ▼. Scroll through the YEAR, MONTH & DAY. Press ENTER when it is correct.
4. **TIME** - Using ▲ and ▼. Scroll through the hours and then minutes. Press ENTER when it is correct.
5. **NAME** - Decide what you want to call your Neopet and write the name by toggling ▲ & ▼ on each letter. Press ENTER when the letter is correct. Press ENTER twice when the name is complete.
6. **MALE/FEMALE** - Scroll to the gender you want your Neopet to be and press ENTER when the correct gender is highlighted.
7. **WHAT YOUR PET LIKES TO DO** - Toggle through all of the different options until you reach the hobby you want for your Neopet, then press ENTER to select.
8. **HOW THEY LIKE TO GREET OTHERS** - Toggle through all of the different options until you reach the personality you want for your Neopet, then press ENTER to select.



The screen will then run through all of the decisions you have made and then enter the actual game. Neopets will then scroll across the screen followed by "Welcome to Neopia!!!"

THE SCREEN

To choose from all of the different things you can do with your Neopet, after you have set it up, you first need to know what the different control icons mean at the top and bottom of the screen. These will allow you to control what you and your Neopet do and when.

TOP ICONS

FACE	View your Neopet's bio (Name, Weight, Gender, etc.)
BOOK	View your Neopet's Health, Happiness & Intelligence levels.
TROPHY	View what stage your Neopet has reached in each game.
ICE CREAM	Select foods to feed your Neopet from different items of food you buy.
BURLAP SACK	View your stored items.

BOTTOM ICONS

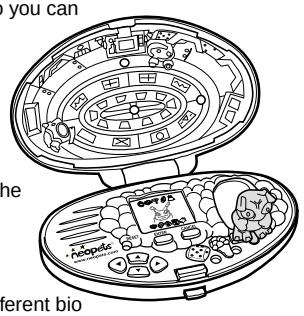
MEDICAL BOX	Lets you take your Neopet to the doctor when it is sick.
SHOP	Spend your NeoPoints on Food, Toys & Petpets.
BANK	Check your NeoPoint balance & know how much you can spend at the store.
DICE	Select from one of 4 games that allow you to earn NeoPoints for your Neopet.
SLEEP	Allows you to put you Neopet to bed or wake it up if it was already sleeping.

HOW TO PLAY

First, the aim of the game is to gain as many trophies as possible, earn NeoPoints and get the highest Health, Happiness and Intelligence levels possible. This is done by playing games and earning NeoPoints so you can buy cool items for your Neopet.

PORTS

There are three ports below the screen that allow rapid access to the Gaming (Dice Icon), Feeding (Ice Cream Icon) and Doctor (Medical Box Icon) modes. Just insert the bottom of the Neopet into the port to activate.



GRUNDO FACE

Here you can scroll through all the different bio information of your Neopet. You can check on its height, weight, personality, etc. Just press ◀ & ▶ to scroll through the information.

BOOK

Here you can check the status of your Neopet's Health, Happiness and Intelligence levels. These levels are affected by how you play and treat your Neopet. Feeding and sleeping on time make the Neopet's Health, Happiness and Intelligence levels go up. Toys and Petpets affect the Neopet's Happiness and Intelligence.

Lack of sleep, feeding and interaction (with Petpets and toys) will make your Neopet's levels drop, which may cause your Neopet to leave you.

TROPHIES

Three of the four games in this toy allow you to play for Trophies that you can earn at three different levels. You have to gain a certain score in a specific level to get the trophy. In Techo Says, 900 NeoPoints is needed to get a promotion, 900 NeoPoints for a Negg Drop and 180 NeoPoints for Poogle Race.

For example, if the NeoPoints gained on Techo Says level one accumulated to 900 NeoPoints, you can get the third place trophy of Techo Says and reach level two. You need to gain 900 NeoPoints in level two in order to get the second place trophy of Techo Says and promote to level three. If you win another 900 NeoPoints in level three, you will win the first place trophy for Techo Says.

When all three first place trophies have been achieved, you will receive a Rare Item Code that can be viewed in the Trophy section. **Type this code into the www.neopets.com/code page to receive a special item that is unique to people who have completed this part of the game.**

FEEDING

Your Neopet needs to be fed regularly (three times per day) so you must remember to give it food. First, you must purchase the food items from the food store, which will automatically store the items in the Burlap Sack. You can, however, access the food directly by pressing ENTER when the FOOD icon is highlighted. This will take you to the list of food items you have purchased.

To select something to eat, toggle down the items (allowing them to scroll across the screen so you can read the whole word). When the one you want to feed to your Neopet is highlighted, press ENTER and the screen will ask "DO YOU WANT TO USE?". Select YES to proceed. The screen will show a Neopet eating animation. You will then receive a thank you note from your Neopet for feeding it.

If your Neopet is hungry and has not been fed at regular meal times it will prompt you by ringing the alarm bell. You will know it is hungry because arrows will be pointing to the FOOD icon. If you do not feed your Neopet on time it will lose health and happiness. If you feed the Neopet on time and without it prompting you, it will gain health and happiness.

Remember to feed your Neopet at the following times:

Breakfast - 7:30 a.m. Lunch - 12:00 p.m. Dinner - 7:00 p.m.

BURLAP SACK

This is where all of the items you have purchased are stored while you are not using them. You can go into this area to view your collection or select something for your Neopet to play with or eat. If it's a Petpet or a Toy you have selected, you can play with it as much as you want and your Neopet will gain Happiness and Intelligence. Food can also be eaten here. Follow the Feeding instructions above.

SHOPPING

Apart from being fun for the Neopet, shopping is essential for the Neopet's health, wellbeing and personality. There are three shops you can visit in this game. These are the FOOD STORE, PETPET STORE & TOY STORE. Each store contains different items that vary by the day as well as vary in NeoPoint Value.

Enter the Shopping mode and toggle through the different store names. When you have decided which store you want to go into, press ENTER once it is highlighted. Then scroll through the different items in that store and press ENTER when you have highlighted the item you want to buy. You will then see an image of that item. Press ENTER again to see the price (in NeoPoints) of the item. Then press ENTER once more and the screen will ask "DO YOU WANT TO BUY?". Select YES to proceed (or NO to go back to the selection screen) and the image of the item will flash. The screen will then show you how many NeoPoints have been removed from your account. The item will then automatically be added to your Burlap Sack.

If there is not enough NeoPoints in your account to buy the item you have selected, you will hear OOPS and the NOT ENOUGH NP warning will flash on the screen. You will either have to earn more NeoPoints or select a cheaper item.

To exit the store without buying anything, press the CANCEL button.

CARE/DOCTOR

Put a Neopet in the Care port to go straight to this area.

This area can only be entered when your Neopet is sick. If you try to enter when your Neopet is not sick, the screen will tell you your Neopet is healthy.

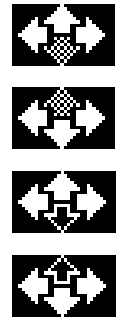
If your Neopet is sick you need to go to this mode. You will enter the area and you will be given the prognosis and name of your illness. You can then go to the pharmacy and select the correct cure for your Neopet. Toggle through the different cures and select the right one for your Neopet. The medicine will be given to the Neopet immediately and you can consider your Neopet cured.

GAMES

Put the Neopet in the Dice port to go straight to this area.

TECHO SAYS

To play, select TECHO SAYS from the game menu by pressing ENTER. The screen will then show four arrows facing ▲,▼,◀ & ▶. The arrows will begin to flash in a sequence with different sounds for each arrow. The first sequence will show two arrows flashing, one after another. Once the sequence has finished, it is your turn to copy it. Press the direction buttons that match the arrow directions to recreate the sequence. If you copy it correctly, the sequence will be repeated on the screen and another arrow flash/SFX will be added on the end. You must then copy this longer sequence. It continues, with one arrow being added on with every correct repetition.



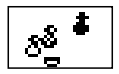
If you fail to copy a sequence correctly it will be the end of the game, and depending on how many arrows flashed in your last correct repetition, you will receive the amount of NeoPoints listed below.

2	sequence :	0	NP	3	sequence :	1	NP
4	sequence :	2	NP	5	sequence :	3	NP
6	sequence :	5	NP	7	sequence :	10	NP
8	sequence :	25	NP	9	sequence :	50	NP
10	sequence :	75	NP	11	sequence :	100	NP

NEGG DROP

To play, toggle and select Negg Drop from the game menu by pressing ▼ & ENTER. The screen will then show a basket in the lower center of the screen and you will see Burlap Sacks

containing Neggs falling from the sky (top of the screen). Using the ◀ & ▶ buttons, move the basket along the bottom of the screen to catch the falling sacks. You have 40 to 60 seconds to catch as many sacks as possible.



Empty Sacks are worth one point, full Sacks are also worth one point but will increase the speed of the Sacks falling.

Be careful not to catch the black sacks as they are dropped by the Pant Devil who will steal all of your game points if caught. When you reach Levels two and three, the time for catching the sacks will shorten.

When you catch enough Neggs (please refer to the table below), you move up to the next level.

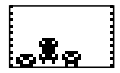
60 Seconds	for Level 1
50 Seconds	for Level 2
40 Seconds	for Level 3

2	item caught:	1	NP	4	items caught:	2	NP
6	items caught:	4	NP	8	items caught:	8	NP
10	items caught:	15	NP	12	items caught:	30	NP
14	items caught:	50	NP	16	items caught:	100	NP

POOGLE RACE

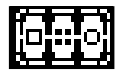
To play, toggle and select Race from the game menu by pressing ▼ twice & ENTER. The screen will then count down 3, 2, 1 GO you must then press your ◀ then ▶ button then ◀ then ▶ again and again as fast as you can. The car will move up the screen and depending on how fast you press ◀ & ▶ over and over again, your character will contend with the other three characters on the screen. The race will finish when your character crosses the line or the other three characters cross the line.

As you progress to Level two & three the competition will get faster and faster and you will find it more difficult to beat the opponents and finish in first position.



1st position	20 NP	2nd position	10 NP
3rd position	5 NP	4th position	3 NP

SCORCHY SLOTS



This is a game where you cannot win a trophy. It is a way of earning NeoPoints when you cannot earn any more NeoPoints from the other games because you have played them all that day and they will no longer pay out.

Hit down to set the three wheels spinning. If you match two or three of the shapes you win a certain amount of NeoPoints as follows:

SHAPE	2	3
Squares	10 NP	30 NP
Dots	20 NP	80 NP
Circles	15 NP	40 NP

BANK

This is where you can check your NeoPoint balance after playing lots of games or after a big spending spree. Select the Icon by pressing ENTER and you will see your balance. Press CANCEL to get back to the main screen.

SLEEP

Neopet's bedtimes are generally around 9:00 p.m. If their bedtime is missed they may lose Happiness points. Simply press ENTER when the BED icon is highlighted and the lights in the screen will go out and your Neopet will start to sleep. Neopets need to wake up around 7:00 a.m., any earlier and they become grouchy and lose Happiness and Intelligence points. To wake your Neopet up in the morning, select the bed icon again by pressing ENTER when it is highlighted.

NOTE : The LCD will automatically turn off from the period 9:00 p.m. to 7:30 a.m. for power saving. During this period, you could press ENTER to wake up the Neopet. When you leave the unit alone, the LCD will turn off again.

ALARM

To enter Alarm mode, press CANCEL and select ALARM from the option screen. The screen will then give you the choice of alarm ON or OFF. To set the alarm, select ON by pressing ENTER. The next screen you see will allow you to set a time for your alarm to be activated. Set the time you want to be alerted and press ENTER to confirm. The next screen allows you to input a message. Input your reminder and press ENTER twice to select.

Your alarm/reminder will now be activated at the time you have selected everyday while the alarm is ON.

NEOPIAN CALENDAR

The game will tell you when there is a special day in the Neopian calendar. The screen will scroll the details of this special day in Neopia when you wake your Neopet up on that day.

END OF THE GAME

The end of the game commences when your Neopet gets sick or bored because you are not feeding, playing with, or caring for it. The Neopet will leave if it is not fed for fourteen days or its health level reaches zero. If this happens you will see the Neopet pack its bag and walk off into the sunset.

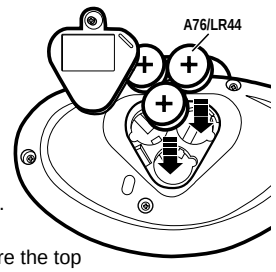
If you have won the Rare Item Code by getting all first place Trophies, your Neopet can still be fed and played with.

CHANGING

To change the TIME & DATE, to turn SOUND on and off, and to alter the SCREEN CONTRAST, press CANCEL when in normal mode and select from the on screen options.

BATTERY INSTALLATION

Batteries are included but they will eventually run out. When the battery is low, the unit will turn off the LCD and will not respond to any key depression (other than reset). This is to alert you to replace the batteries. **To change the batteries make sure you have the batteries ready as you only have 1 minute to change them.**



First, slide the "Battery Door" key to open.

1) Unscrew the battery cover on the back of the unit.
2) Remove the 3 A76/LR44 button cell batteries.
3) Quickly replace with the new batteries making sure the top and bottom are not touched.
4) Replace battery cover and tighten screw.

Slide the "Battery Door" key to close.
Please keep company details for future reference.

⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the game and battery manufacturers' instructions.
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT :

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference,and

(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

If you lose these instructions, you can find them online at
http://www.neopets.com/manuals.phtml

⚠ Not suitable for children under 3 years because of small parts - choking hazard.

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